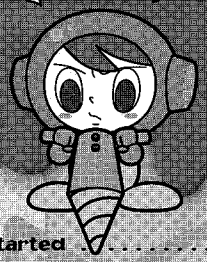

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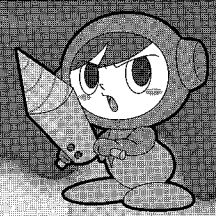
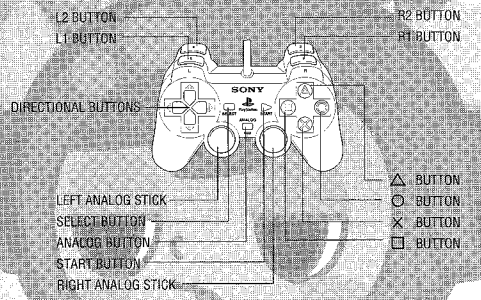


CONTROLS

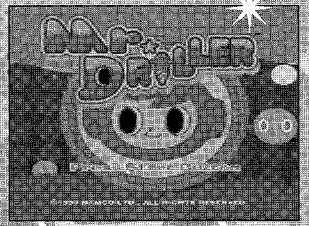
DUALSHOCK™ analog controller



Start/Pause game	START
Select menu items	DIRECTIONAL BUTTONS
Confirm menu selections	⊗ Button
Slow down camera in Survival replay	○ Button
Previous page/cancel	△ Button
Move Mr. Driller or point drill	DIRECTIONAL BUTTONS
Drill to break a block	⊗, ○, △ or □ Button

Note: Toggle the DUALSHOCK™ analog controller vibration function ON/OFF in Option Mode (see page 6). The vibration function is not affected by the controller's analog mode switch. Analog Sticks are not used in **MR. DRILLER** gameplay.

MR. DRILLER



Welcome to Downtown, a city like any other. At least it was, until a very strange thing happened. From somewhere deep down below, big blocks started popping out of the ground right into the middle of the city.

Soon the whole place was buried in big bright blocks. No one could walk anywhere because blocks...well, blocked the way. The townspeople got together and tried to hammer out a solution. Something or somebody deep underground was at the bottom of this mystery. They needed a professional rock buster to drill below Downtown and Mr. Driller was the perfect choice.

If he drilled deep down through the blocks, maybe he would uncover the mystery!

Mr. Driller is always ready for some drilling action, so he jumped at the chance for a little adventure. As he prepared to drill toward the earth's core, he knew that this was a dangerous journey. With only small pockets of breathable air underground, and falling blocks that could squish him, the dangers were aplenty. Mr. Driller readies himself to tap into his inner powers and save Downtown. Is he worried? Not one bit!

MODE SELECT SCREEN

Use this screen to choose a game mode, view previous game scores, save and load game data, or set options.

1. After viewing the opening story, press START to display the Title Screen. Press START again and the Mode Select Screen appears.
2. Press Left/Right on the Directional Buttons to choose a mode, then press the ✕ Button.

Arcade Mode

Save Downtown! Drill your way to 2500 feet (Easy) or 5000 feet (Hard) to uncover the secret of the blocks. Use the Options Menu to adjust various settings. See more about Arcade Mode on page 10.

Survival Mode

Mr. Driller has one chance to auger down as deep as he can until he either achieves his goal, runs out of air, or gets squashed. This mode features Normal, Hard and Expert levels. See more about Survival Mode on page 13.

Time Attack

Race against the clock on 10 different courses, each with its own time limit and level of difficulty.

High Scores

Check out the high-score rankings.

Options

Change the game settings to match your abilities. Save your changes to a MEMORY CARD, or load a previously saved MEMORY CARD.

OPTIONS

Press the Directional Buttons Up/Down to select an option. Press the ⊗ Button to open a selection. Press the Directional Buttons Left/Right to change a setting and press the △ Button to return to the previous screen.

Arcade Mode Settings

Arcade Difficulty
Select Easy, Normal, Hard or Expert for the 2500 ft and 5000 ft games. Try out the Easy 2500 ft game for starters.

Number of Lives
Choose from one to five lives. This setting is valid for both the 2500 ft and 5000 ft Arcade Mode.

Sound Test

Sound
Listen to the tunes from **MR. DRILLER**. Place the cursor on SOUND and make a selection.

Output
Toggle the setting between MONO and STEREO.

Save and Load

Save and load **MR. DRILLER** game data using a MEMORY CARD. See more on "Saving and Loading Game Data" on page 17. Save and load new courses that are opened up after playing Time Attack Mode, so that you can continue playing the new courses rather than having to start over.

Adjust Screen

Press the Directional Buttons to adjust the screen position, then press START to confirm the changes. Press the △ Button to cancel, or press the ⊗ Button to revert to the default settings.

Vibration

Press the ⊗ Button to turn the DUALSHOCK™ analog controller's vibration function ON/OFF.

RECORDS

The top 10 rankings of each mode can be viewed here. Choose a mode with the Directional Buttons, then press the ⊗ Button to enter that menu. Press the ⊗ Button to exit back to the Main Records Screen.

Arcade Mode

Press the Directional Buttons Up/Down to toggle between TODAY'S RANKING and TOTAL RANKING.

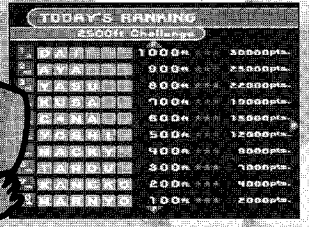
Press the Directional Buttons Left/Right to toggle between 2500 ft and 5000 ft Arcade Mode rankings.

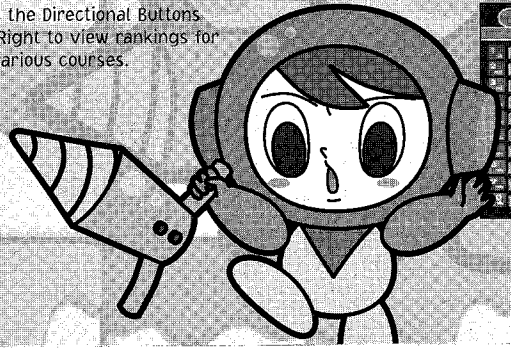
Survival Mode

Press the Directional Buttons Left/Right to view rankings for Normal, Hard and Expert.

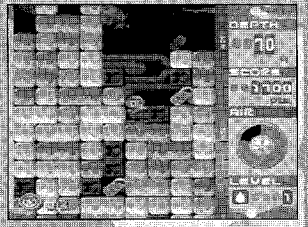
Time Attack

Press the Directional Buttons Left/Right to view rankings for the various courses.





PLAYING THE GAME



Mr. Driller wields a jackhammer to break blocks and descend deep underground. He can drill blocks in any direction (up, down, left or right) and move left, right or down. He can also move up one block to the left or right if there is room to stand on a block.

Mr. Driller starts the Arcade Mode with three (default) lives. When he loses all three, it's Game Over. In Time Attack and Survival Modes, he has only one life.

Blocks

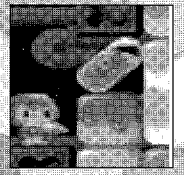
- When Mr. Driller breaks blocks (✕, ○, △ or □ Button), they disappear.
- Blocks of the same color form groups which disappear when Mr. Driller breaks any one of them.
- Unsupported blocks fall. Falling blocks will stop falling when they meet another SUPPORTED block of the same color.
- Falling blocks that meet and connect to the same color blocks to make groups of four or more will disappear without being drilled.
- Brown X-Blocks require five strikes before they break.
- If ANY block falls on Mr. Driller, he gets squashed and loses one life.
- Breaking blocks can sometimes cause a chain reaction. Blocks disappear in all directions causing the ones above them to fall. LOOK OUT!

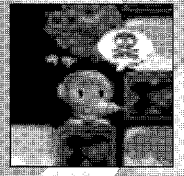
For more on blocks see "Game Tips" on page 18.

Air Capsules

There is little air underground so Mr. Driller must find air capsules in order to breathe. To use an air capsule, just walk into it.

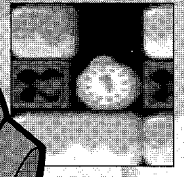
- Mr. Driller starts each life with an air meter at 100%. A counter on the right of the game screen counts down as his air supply is used up.
- Each air capsule restores 20% of Mr. Driller's air supply but breaking an X-Block consumes 20% of his air.
- When the meter drops below 30%, a skull and crossbones appears above Mr. Driller, and a warning alarm starts along with a countdown. As soon as his supply of air exceeds 30%, the skull and crossbones disappears. If the counter reaches 0%, Mr. Driller loses a life.

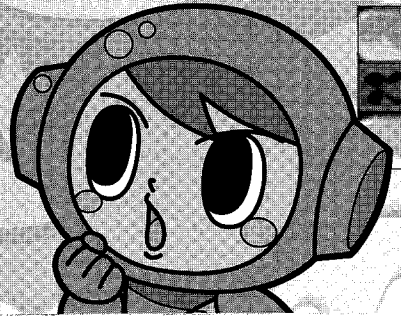




Clocks

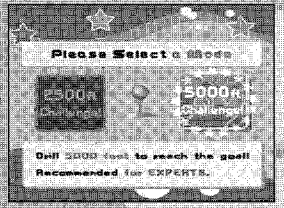
In Time Attack Mode, Mr. Driller grabs clocks to reduce his elapsed time to the goal.





ARCADE MODE

1. From the Mode Select Screen, select Arcade Mode and press the ⊗ Button.
2. Press the Directional Buttons Left/Right to choose either the 2500 ft or 5000 ft game and press the ⊗ Button to start.

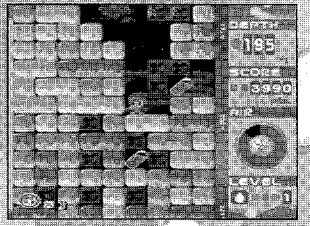


To win, Mr. Driller must reach the goal at 2500 ft or 5000 ft depending on which Arcade Mode you select.

Scoring

- Earn 10 points for every block that Mr. Driller breaks.
- Stick the blocks together into groups of four with strategic drilling. When they disappear, you'll earn 30 points per block (a minimum of 120 points for 4 blocks).
- Earn 100 points for the first air capsule. Each air capsule after that earns 100 points more than the previous one: 200, 300, 400 and so on.
- Find Undergrounders. These strange beings are hidden in the blocks. Every time a group of X-Blocks disappears, you earn hidden points. Accumulate 30 of these blocks, then an Undergrounder worth 765 points will appear behind a normal block.
- Driller Bonus - Get bonus points if Mr. Driller reaches his goal with lives to spare: 30,000 points per unused life.
- Time Bonus - Reach the goal in record time and gain bonus points. Every second you are under the regulation time for each level is credited as bonus points.
- Other bonuses such as the High Score Bonus are around, so be sure to challenge yourself!

The Game Screen



Lives Remaining
Each time Mr. Driller gets squashed or runs out of air, he loses one life. Set the number of lives for Arcade Mode (from one to five) in the Options Menu.

Depth
Displays how far Mr. Driller has traveled.

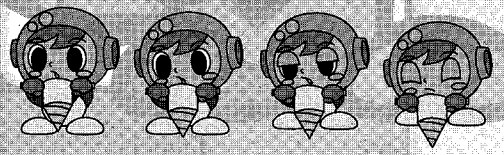
Score
Displays the current score. Even if Mr. Driller loses a life, he does not lose any points.

Air
Displays how much air Mr. Driller has. At 30%, a skull and crossbones appear over him and when the meter reaches 0%, he loses one life.

Level
Every time Mr. Driller descends 500 feet, he clears one level.

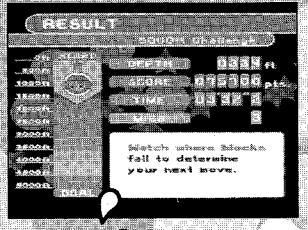
Winning the Arcade Mode

If Mr. Driller wins the 2500 ft game, he will receive a congratulatory message. But to really find out what happens to Mr. Driller, you have to win the 5000 ft game.



Arcade Results Screen

When Mr. Driller loses all his lives, it's Game Over and the Result Screen appears.



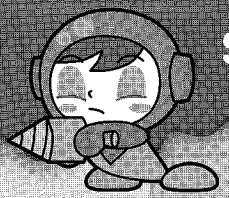
Progress Gauge
Mr. Driller's face appears on the arrow which gauges how far down he got, and his expression changes depending on his performance.

Depth
The depth Mr. Driller reached before running out of lives.

Score
Total points earned.

Time
Total gameplay time.

Miss
The number of lives Mr. Driller lost (set total number of lives for Arcade Mode in the Options Screen).

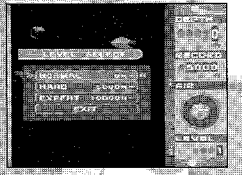


SURVIVAL MODE

In Survival Mode, Mr. Driller has only one life. Otherwise, the rules are the same as for Arcade Mode.

To play this mode:

1. Select Survival Mode on the Mode Select Screen and press the ✕ Button.
2. Select a difficulty level: Normal, Hard or Expert and press the ✕ Button. The starting depth depends on which level is chosen.



Normal Start at the surface.

Hard Start at 5000 ft.

Expert Start at 10000 ft.

Replay

Replay gives you a chance to review your performance. When Mr. Driller loses a life (or if he wins), the Replay Screen appears and a replay of the round begins instantly.

- To slow down or speed up the replay, press the ○ Button.
- To pause or resume the replay, press the ✕ Button.
- To pan the camera view up or down, press the Directional Buttons Up/Down.
- To end the Replay and open the Results Screen, press START.

Survival Results Screen

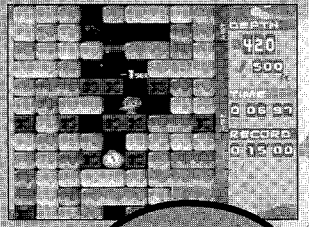
The gauge on the left displays Mr. Driller's progress in percentages of the total depth.

Depth
How far down he made it in the last attempt.

Record
The record depth in previous attempts. This is the number to beat.

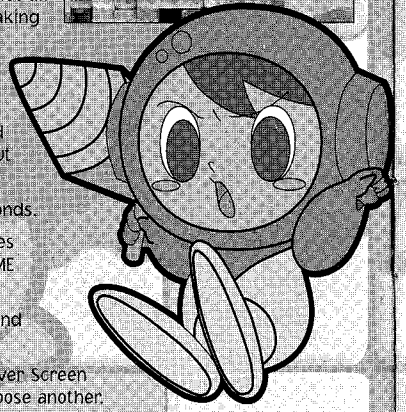
TIME ATTACK MODE

Time Attack is a race against the clock where you don't have to worry about running out of air. Instead of air capsules, you grab clocks throughout the course to reduce your time.



To play Time Attack:

1. Select Time Attack on the Mode Select Screen and press the ⊗ Button.
2. Press the Directional Buttons Left/Right to select a course and press the ⊗ Button to start the game. Not all courses are available when you first start, but breaking the GOAL TIME for a course will open more courses.

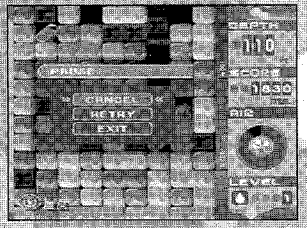


Time Attack Rules

- You are racing against the best previous record time.
- Pick up a clock and the time displayed on it is subtracted from your elapsed time. There are clocks everywhere, but you must grab them without getting squashed.
- Breaking an X-Block will cost you an additional 5 seconds.
- Time Attack has 10 different courses. Only four courses are available to start with. As you break the GOAL TIME for each course, more open up.
- In Time Attack you only have one life. Get squashed and the game is over.
- From the Result Screen, press START and the Game Over Screen appears. You can retry the previous course or choose another.

PAUSE AND GAME OVER SCREENS

Pause Screen



To pause the game in any mode, press START. From the Pause Menu, press the Directional Buttons Up/Down to select an option and press the ⊗ Button.

Cancel
Resume gameplay from where you paused.

Retry
Restart gameplay from the beginning.

Exit
Return to the Mode Select Screen.

Game Over Screen

The Game Over Screen follows the Name Entry or the Result Screen. Press the Directional Buttons Up/Down to select an option and press the ⊗ Button.

Retry
Start the game from the beginning.

Change Course
This option appears in Time Attack Mode only. Select it if you want to try a different Time Attack course.

Save
Save your game settings and ranking data. See "Saving and Loading Game Data" on page 17.

Exit
Return to the Mode Select Screen.

NAME ENTRY SCREEN

If your final score ranks among the top 10 for the Arcade, Survival or Time Attack Modes, you can list yourself in the game rankings.

To see if you made the grade, press START or the ⊗ Button during the Result Screen. If you are in the top 10, the Name Screen appears and your ranking is displayed at the top.

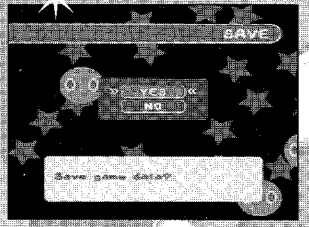
To enter your name:

1. Press the Directional Buttons to select a character. Press the ⊗ Button to enter it. Repeat the process for each character you want to enter.
2. To correct a character, press the △ Button or select the " ← " and press the ⊗ Button to erase the character. Now enter a new character.
3. When you are done, place the cursor on OK and press the ⊗ Button.

SAVING AND LOADING GAME DATA

Be sure to save any important game data before you quit playing **MR. DRILLER**.

- The most recent rankings on the Records Screen.
- Time Attack records which open up new courses.
- Option configurations.

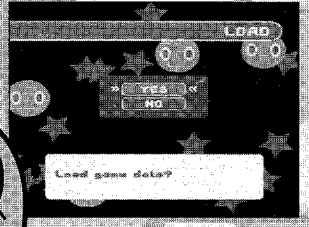


To save game data:

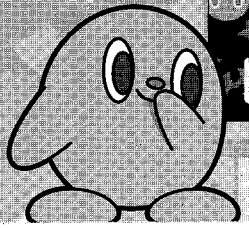
1. At the Game Over Screen, press the Directional Button Down to select SAVE and press the ⊗ Button.
2. On the Save Screen, select YES and press the ⊗ Button.

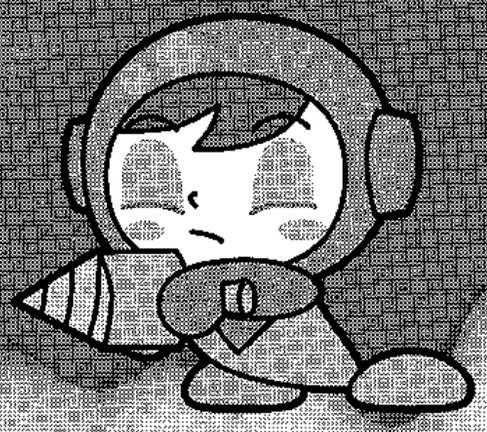
To load previously saved game data:

1. On the Mode Select Screen, press the Directional Buttons Left/Right to get the Options Screen and press the ⊗ Button.
2. On the Load Screen select YES and press the ⊗ Button.



Note: A MEMORY CARD must be inserted in MEMORY CARD slot 1 of your PlayStation game console in order to save or load **MR. DRILLER** game data.





GAME TIPS

- Rule #1 is to watch out for falling blocks! The deeper you dig, the faster the blocks will fall.
- Blocks quiver just before they fall. Run away from under quivering blocks before they fall. You can save yourself if you drill a quivering block right above you before it falls. Once it drops, Mr. Driller is a pancake.
- Always try for air capsules. Even if you have plenty of air, capsules are worth big game points.
- Look out for chain reactions. If many blocks are disappearing around Mr. Driller, many others may be falling from above.
- Find cover when everything seems to be falling. Hide under supported block overhangs until things cool down.
- Sometimes air capsules or clocks are trapped by blocks. Try to remove the supporting blocks so that they will fall, stick to other blocks and disappear. This way, trapped air capsules and clocks will be freed and easier to pick up.